Introduction	Mechanics	Gambling

# Math/Stat 341: Probability First Lecture

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http://www.williams.edu/Mathematics/sjmiller/public\_html/341

Bronfman 105 Williams College, September 11, 2015

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Introduction and Objectives

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Introduction / Objectives		

Probability theory: model the real world, predict likelihood of events.

One of the three most important quantitative classes (statistics, programming).

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#### Introduction / Objectives

Probability theory: model the real world, predict likelihood of events.

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# **Objectives**

- Obviously learn probability.
- Emphasize techniques / asking the right questions.
- Model problems and analyze model.
- Elegant solutions vs brute force (parameters in closed form versus numerical solutions).

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# Types of Problems

- Biology: will a species survive?
- Physics / Chemistry / Number Theory: Random Matrix Theory.
- Gambling: Double-plus-one.
- Economics: Stock market / economy.
- Finance: Monte Carlo integration.
- Marketing: Movie schedules.
- Cryptography: Markov Chain Monte Carlo.
- 8 ever 9 never (bridge).



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My (applied) experiences		

- Marketing: parameters for linear programming (SilverScreener).
- Data integrity: detecting fraud with Benford's Law (IRS, Iranian elections).
- Sabermetrics: Pythagorean Won-Loss Theorem.



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## **Course Mechanics**

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## **Grading / Administrative**

- Move at fast pace, responsible for reading before class: 5% of grade. HW: 15%. Writing: 10%. Midterm: 30% (if there are two exams only best counts). 'Final' exam: 40%. You may also do a project for 10% of your grade (which reduces all other categories proportionally).
- Pre-reqs: Calc III, basic combinatorics / set theory, linear algebra.

## Office hours / feedback

- MWF 8:40-9:30am, Tues 1-2, Thur 2:30-3:30pm and when I'm in my office (schedule online)
- Feedback ephsmath@gmail.com, password williams1793.



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Other		

- Webpage: numerous handouts, additional comments each day (mix of review and optional advanced material).
- Clickers: see how well we can estimate probabilities, always anonymous.
- Probability Lifesaver: opportunity to help write a book, lots of worked examples.
- Creating HW problems: mix of ones you can solve and ones you want to learn about.
- Gather and analyze some data set of interest.
- PREPARE FOR CLASS! Must do readings before each class.

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#### **Being Prepared**

## Never know when an opportunity presents itself....



S. J. Miller at the Sarnak 61<sup>st</sup> Dinner (copyright C. J. Mozzochi, Princeton N.J)

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#### **Being Prepared**

## • Your Job:

- Be prepared for class: do reading, think about material.
- Come to me, the TAs and each other with questions.
- My/TAs Job:
  - Provide resources, guiding questions.
  - ◊ Be available.

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Other: Advice from Jeff Miller		

## • Party less than the person next to you.

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Other: Advice from Jeff Miller		

- Party less than the person next to you.
- Take advantage of office hours / mentoring.

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Other: Advice from Jeff Miller		

- Party less than the person next to you.
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- Learn to manage your time: no one else wants to.

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Other: Advice from Jeff Miller		

- Party less than the person next to you.
- Take advantage of office hours / mentoring.
- Learn to manage your time: no one else wants to.

Happy to do practice interviews, adjust deadlines....

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# Gambling



# 2007: Friend of a favorite student bet \$500 at 1000:1 odds on Patriots going undefeated and winning the Superbowl.



2007: Friend of a favorite student bet \$500 at 1000:1 odds on Patriots going undefeated and winning the Superbowl.





# 2008: In third quarter, Pats leading, Vegas offers to buy back the bet at 300:1, told no....

WHAT WAS THE BETTOR'S MISTAKE?

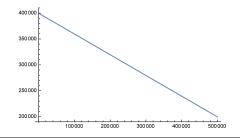


Pats win with probability p, Giants q = 1 - p.

Bet \$1 bet on Giants, if they win get x. Already bet \$500 on Patriots, now bet \$*B* on the Giants.

## **Expected Winning:**

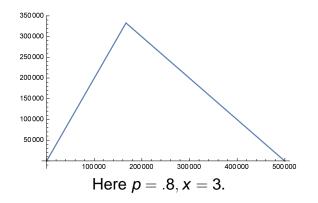
$$f(p, x, B) = p \cdot 500000 + (1 - p)Bx - 500 - B.$$





By hedging can ensure some winnings:

 $g(p, x, B) = \min(500000, Bx) - 500 - B.$ 



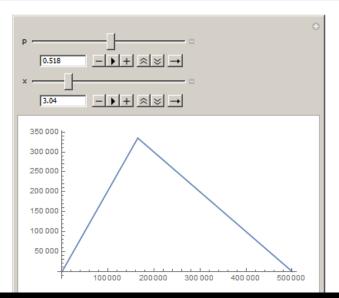
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#### Mathematica Code

f[p\_, x\_, B\_] := 500000 p + (1 - p) B x - 500 - B
g[p\_, x\_, B\_] := Min[500000, B x] - 500 - B
Plot[f[.8, 3, B], {B, 0, 500000}]
Plot[g[.8, 3, B], {B, 0, 500000}]
Manipulate[Plot[g[p, x, B], {B, 0, 500000}], {p, 0, 1}, {x, 1, 10}]

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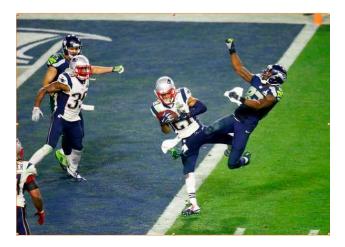
#### **Mathematica Code**



Mechanics



#### Sabermetrics Club at Williams....



http://fivethirtyeight.com/features/

a-head-coach-botched-the-end-of-the-super-bowl-and-it-wasnt-pete-carroll/